Color Memory

a card based puzzle game

Goals & Targets

Given the strict timeline, we had to come up with a set of goals which we wish to achieve through this project.

- Some points bla bla

- More blabber.. list out the points and explain how our main aim is to focus on UI/UX. A simple game focusing on great design features and crisp & intuitive animations for great user experience.

Feature List: Design

Colour Palette:

- The colour palette is inspired from Base16: Ocean. We plan to make both light and dark versions of the interface using the same palette.

#2B303B	#65737E	#8FA1B3	#C0C5CE	#EFF1F5
#96B5B4	#BF616A	#A3BE8C	#EBCB8B	#B48EAD

- Smooth card flip animations.
- Fluid gameplay and intuitive gestures.
- Mobile first design, bla bla bla..

Concept Mockup

This is the first pass on the app's design and aesthetics. Some pointers about the design process:

- In accordance to the brief, we have decided to incorporate the HKU logo on the starting page itself. The logo has been redrawn for this purpose with a wireframe look to fit the minimalism we strive for.

- The app logo has been designed to make it both inviting with the use of colours, as well as interesting by introducing asymmetry.

Feature List: Gameplay

Some features

- Some points bla bla

- Game mechanics/levels etc..
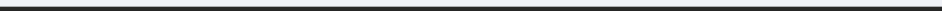
Technical Specifications

Specs:

- Platform:

- Tools:

- Deploy Targets:

- Build API, and potential reach, etc etc..

Potential Pitfalls

List some issues that may occur

- Some challenges

- With design

- Or with code

- Or something else..

Timeline

Intended work schedule goes here

- Random text

- Random text

- Random text

- Random text

Responsibilities

Rahul

- Minimalist Designer

- Rebellious Programming

- Documentation Ninja

Janssen

- Resident Design Expert

- Programming Guru

- Documentation Destroyer

We have an unusually creative process of dividing responsibilities, and we are not sure whether it's quantifiable.

Thank you

members:

Janssen Marwin Go   3035150696

Rahul Kumar Thakur   2013854618